A.E.™*

CARTRIDGE INSTRUCTIONS

* Indicates a trademark of Brødebund Software, Inc.

Mankind is counting on you to stop the AE!

CODE NAME: A.E.™
PRIORITY: CRITICAL

DANGER LEVEL: HIGH
DESTROY ALL AE

FOR ColecoVision® & ADAM™ FAMILY COMPUTER SYSTEM

A.E.

A.E. is an anti-environment encounter – an agility exercise in automaton elimination!

The AE were designed as pollution-fighting robots, intended to save the world. However, the AE prototypes have a bug which makes **them** the polluters. The AE somehow slipped through quality control, out into the unsuspecting universe. Out of control, they have quickly become a menace and are in danger of contaminating large areas of the cosmos.

The AE must be stopped! You must use your anti-AE blaster missiles to drive these pestering, polluting squadrons deep into space where they can do no harm. Annihilate every AE in a wave to make a perfect attack. Three perfect attacks in a battlefield moves you to the next encounter zone. After you have eliminated the AE in all four encounter zones, you return to the first battlefield, where the AE have become even more troublesome!

Environmentalists everywhere are counting on you to stop the AE! Clean up their act and do your part to help keep the universe pollution-free!

This Licensed Product is based on a computer game marketed by Brødebund.

GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® OR ADAM™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game
Use the Port 1 Controller.

Two-Player Game (Alternating Players)
Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller. Player 1 goes first and each turn lasts until a player loses an anti-AE missile launcher.

CHOOSE YOUR CHALLENGE

Insert cartridge and turn the console on. Press the Reset Button. Wait for the Game Option Screen to appear. It contains a list of eight game options.

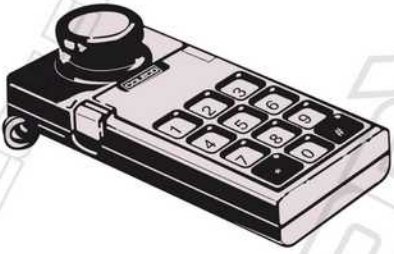
- **SKILL 1** (Game Options 1 and 5) is the easiest, just right for beginning pollution-fighters.
- **SKILL 2** (Game Options 2 and 6) is a little harder. The AE move faster and fire more aggressively at your missile.
- **SKILL 3** (Game Options 3 and 7) is even harder! The AE are tough to track and move in unpredictable patterns.
- **SKILL 4** (Game Options 4 and 8) is exceptionally challenging! Wiping out the AE at this level calls for super-quick reactions!

Select a game option by pressing the corresponding number on your Controller Keypad.

USING YOUR CONTROLS

Control Stick

Push the Control Stick left or right to move your anti-AE missile launcher to a good firing position.



Side Buttons

Press either Side Button to fire your anti-AE blaster missiles at the AE. A short press of the Side Button shoots short blasts. A long press fires the missiles at a longer range.

Keypad Buttons

Press Keypad Buttons 1-8 to select a game option before beginning a game. Press * after a game to replay the game option you have just completed. Press # after a game to return to the Game Choice Screen.

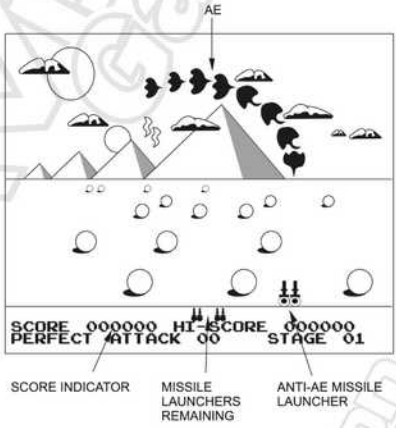
PAUSE FEATURE

To pause the action during a game, press * on your controller. The game screen disappears. Press * again and the game screen reappears at the point at which you paused. There is a brief delay for you to size up the situation before play begins again.

BLAST IT!

An eerie landscape is before you: pyramids off in the distance, strange green spheres strewn on the terrain, and on the horizon, two planetoids. This is the first AE encounter zone.
The AE appear, moving in their peculiar patterns, eight to a formation. They swirl and dip over the landscape, looking for unspoiled areas to contaminate with their deadly pollution. Your work is cut out for you – blast the AE away! Use your Control Stick to move your missile launcher into position, then fire! But be careful – the AE are not put off easily. They return your fire with their own artillery and if your launcher is hit, it's lost! Also, you must avoid contact with any low-flying AE to avoid disaster!

To leave one encounter zone and move to the next, you must make three perfect attacks on the AE.



A perfect attack means wiping out all eight AE in a wave **before** any of them can evade and escape your missiles.

WIPE OUT!

Now that you've been successful on the first battlefield, you can move on to the next endangered area. Again, you'll find waves of AE searching for new territory to spoil. Keep firing away, avoid AE return fire and you'll be sure to clean up! Annihilate the AE in all four encounter zones and you will then return to the first scene of conflict. The AE have come back in full force, trying to confuse you with their erratic movement patterns.

Force the AE into the infinite regions of space where they are no threat to any life in the universe! Each wave you eliminate saves another precious natural resource from contamination. It's a dirty job, but someone's got to do it!

SCORING

ACTION	POINTS EARNED
Each AE eliminated	100
Perfect Attack	400
3 Perfect Attacks in the same encounter zone	2000

At all Skill Levels, each player has three game lives, represented by anti-AE missile launchers. The game is over when all missile launchers have been lost.

RESET

The Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time or in the event of game malfunction.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing A.E., but it is only the beginning! You will find that this cartridge is full of special features that make this game exciting every time you play. Experiment with different techniques and enjoy the game!

HOW TO REACH US

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CREDITS

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